

## Education

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### Georgia Institute of Technology

08/2021 - Expected 05/2023

M.S. in Human-Computer  
Interaction

### University of California, San Diego

09/2016 - 12/2020

B.S. in Cognitive Science, Specialized  
in Human Computer Interaction

Minor: Anthropology

Honors: Magna Cum Laude (GPA  
3.9)

### University of Melbourne

02/2020 - 06/2020

IFSA Study Abroad Program

## Skills

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### Design

Figma, InVision, Adobe XD,  
Photoshop, Storyboarding, Paper  
Prototyping, Information  
Architecture, Wireframing

### Research

Interviews, Surveys, Contextual  
Inquiry, Competitive Analysis,  
Affinity Mapping, Usability Test,  
Heuristic Evaluation, Personas

### Development

NodeJS, JavaScript, TypeScript,  
HTML, CSS, Python, Java, MySQL

### Project Management

Trello, Jira, Agile Development

### Statistics

Statistical Analysis with Excel, SPSS  
and R language

## Work Experience

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### Software Engineer Intern, PwC Acceleration Center

10/2020 - 06/2021

- Completed high-fidelity prototypes with Figma and implemented the front-end interface with NodeJS and Ant Design for a DevOps platform
- Worked as a full-stack developer to build a data analysis tool catered for mergers and acquisitions

### Project Manager Intern, The Design Lab

06/2019 - 09/2019

- Led a team of UX designers, engineers and marketers to build a website supporting a non-profit civic innovation competition held in San Diego, solving city problems through design thinking

### UX Engineer Intern, Nubia Technology Co., Ltd.

07/2018 - 09/2018

- Conducted both quantitative and qualitative research on the new generation of a gaming smartphone to support the ID team make design decisions, leveraging semi-structured interviews, online surveys, customer review analysis, and user persona building

## Selected Projects

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### Klemis Kitchen App, UX Designer & Researcher

08/2021 - 12/2021

- Designed, prototyped and evaluated a mobile app that streamlines the service of Georgia Tech food pantry to help fight food insecurity on campus
- Incorporated feedback from two sides of stakeholders - student users and service providers

### D4SD 2020 Website, UX Researcher & Project Manager

09/2018 - 12/2019

- Translated user needs into clearly defined product requirements through interviews, stakeholder analysis and affinity mapping
- Presented the project at the 2019 Summer Research Conference at UCSD with a TRELS award granted